

TIGER WOODS PGA TOUR 08

[SONY PSP]

Placeholder for back cover art

Placeholder for cover art

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming game play if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

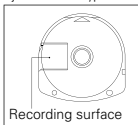
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing).
- Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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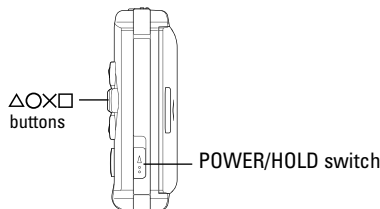
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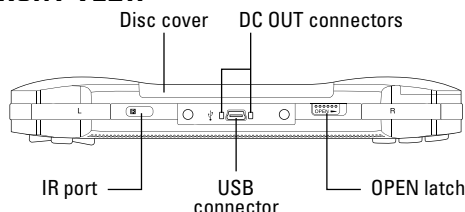
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GETTING STARTED

RIGHT SIDE VIEW



FRONT VIEW



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the *Tiger Woods PGA TOUR® 08* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the **X** button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

Notice: Do not eject a UMD™ while it is playing.

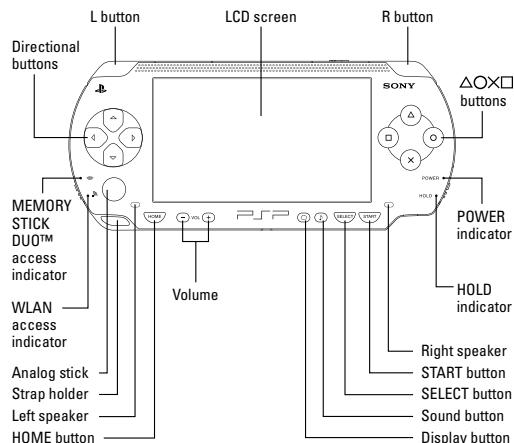
MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP®. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING THE GAME

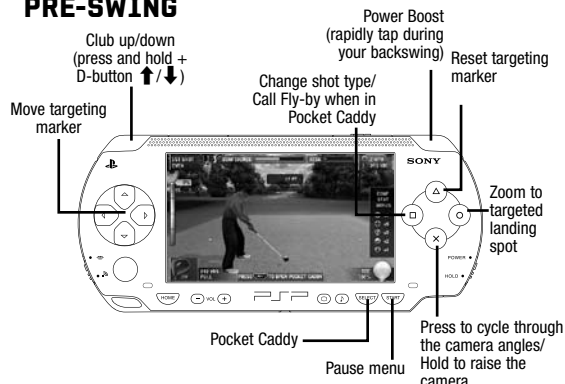
PSP® (PLAYSTATION®PORTABLE) SYSTEM CONFIGURATION



COMPLETE CONTROLS

Be sure to check out the tutorial in Quick Play mode prior to playing a round in order to get the hang of the swing controls.

PRE-SWING



NOTE: The Pocket Caddy provides you with key information that can help you make the appropriate decisions before every shot.

SWING

Move the Analog stick straight down to begin your backswing—the closer you get to the peak of your backswing, the closer your swing will be to 100 percent power.



Move the Analog stick straight up to begin your downswing.

NOTE: Be sure to shorten your backswing if the club's potential power is more than the distance of the shot. For example, if your pitching wedge can hit the ball 90 yards, but the pin is only 45 yards away, only use half of your backswing.



Move back diagonally and then move up in an opposite straight line to draw or fade the shot. Press the **R** button for a power boost—the more times you press during your backswing, the bigger your power boost.



MASTERING SHOT POWER

Many factors affect the power you put into your swing. Rough, sand traps, slope, and elevation are just a few of the many factors that can affect how far your ball actually travels.

In many cases you need to increase your shot power or even use a different club to get the ball to travel the distance you want. There are also situations where you need to decrease your power or use a different club to avoid overshooting your target—like when you're putting downhill or shooting an approach shot at a lower-elevation green. Adjusting your power and club selection to your circumstances is key to consistently hitting great shots.

DETERMINING YOUR SHOT/CLUB SELECTION

Press the **□** button to toggle through the different shot types—full, chip, pitch, flop, draw, fade, and putt—depending on where your ball lies, then choose your shot type based on each situation. The default club selection may not always be your best choice.

Full	Set up a full swing with the selected club.
Punch	Produce a low-trajectory shot to minimize the effects of wind, or to shoot from under tree cover.
Pitch	Places the ball on the green with minimal roll.
Flop	The flop shot has a higher trajectory and less roll. Use it to hit the ball over obstacles or to stick the ball on the green.
Chip	A useful shot when you are too far away for the putter.
Putt	When on the green or fringe, use your most accurate club—the putter—to putt the ball in the cup.

SWING PATH METER

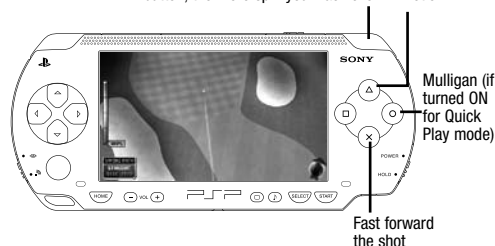
View your swing accuracy with the Swing Path Meter, which shows the angle of your swing when it makes contact with the ball as well as the resulting shot (straight, push, pull, cut, fade, or draw). Use it to fine tune your swing and avoid any common mistakes.

CONTROL THE BALL IN-FLIGHT

Once the ball takes flight you have the option to add ball spin, watch the shot in slow motion, fast forward the shot, or take a mulligan before the ball hits the ground (if available).

Tap rapidly while moving the Analog stick in the direction you want to put spin on the ball—the more times you press the **R** button, the more spin you'll achieve.

Watch the shot in slow motion

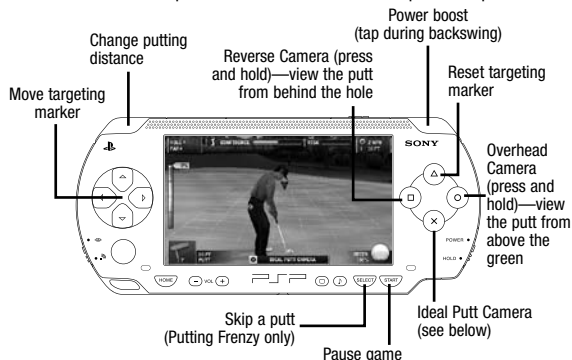


PUTTING CONTROLS

Drive for show and putt for dough. It can't be summed up any better than that.

READING THE PUTTING GRID

A colored grid overlays the green when you're putting. The grid is green where it is relatively level, red where it slopes upward relative to the player, and blue where it slopes down. Use that information to determine how firm (or soft) to putt the ball. The moving beads on the grid indicate the direction of the slope—the faster the beads the steeper the slope.



IDEAL PUTT CAMERA

Press the **X** button and the camera moves along the optimal line for the putt.

Look to the Putting Tips in the bottom left corner. This will let you know which direction to adjust your aim. Make adjustments by pressing the D-button and keep checking the Ideal Putt Camera until the Putting Tips say "Close to Target."

The Ideal Putt Camera shows you how much power to put into your putt. The color of the ideal line indicates how much power to use. The color of the line corresponds to the colors on the Swing Meter. Sink putts by reading the speed, break, and position of the hole on the green and utilizing the Ideal Putt Camera.

NOTE: The Ideal Putt Camera is not always available. When it is available, the message "X Ideal Putt Cam Available" appears on-screen.

NOTE: At times, your putter's maximum distance comes up just short of the hole while your other putter's maximum distance overshoots the hole. If you are in between putters, it's beneficial to go with the shorter of the two putters and apply extra power with a power boost (by rapidly pressing the **R** button, similar to a drive off the tee or fairway shot).

DETERMINING PUTTING POWER

Like the swing control, maximum putting power is determined by the distance you move the Analog stick **↓**. For example, if the hole is five feet away and your putter is rated at 10 feet, only use half of your backswing. The Power Meter shows you how far you've gone with your backswing.

SETTING UP THE GAME

USER PROFILES

Before heading out to the links make sure to create a User Profile to help keep track of your personal stats and accomplishments. An active User Profile saves career achievements, statistics, created golfers, and more to your Memory Stick Duo™.

EA SPORTS™ GAME FACE

When setting up a User Profile you have the option to create and personalize your own golfer with EA SPORTS™ Game Face. You can dive deep into the customization feature with Create My Gameface, or Create a Quick Gameface. The Quick Gameface feature enables you to quickly select a random body shape and set of clothes for your character. You can return to the EA SPORTS Game Face and update your golfer at any time.

PLAYING THE GAME

QUICK PLAY

In Quick Play mode, you can play the tutorial or skip ahead and play a round of golf with your created golfer, with or without opponents. You don't have to use a User Profile in Quick Play mode, in which case you just play as Tiger Woods or any of the other pro golfers.

Stroke Play

The most basic round of golf, every stroke counts and the player with the lowest total at the end of the round wins. Compete against unlocked CPU players for cash prizes.

Skins

Every hole has a monetary value, and the player who wins the hole takes the cash. In the event of a tie the money carries over to the next hole, sweetening the pot.

Match Play

Go head-to-head with your opponent on every hole in Match Play. The player who wins the most holes during the round wins the match.

Stableford

Based on a system that awards points based on the score at each hole (eagles, birdies, and pars), your final score is the sum of the points earned over the course of a round.

After selecting the type of game in Quick Play, select the course, the number of players, and then choose which holes you want to play on the course. You can pick ALL 18, FRONT 9, BACK 9, RANDOM 3, or CUSTOM HOLES.

Press the **○** button to customize your options such as difficulty level and greens speed, or press the **●** button to choose the golfers for the match.



NEW **PLAYER CONFIDENCE**

The all-new Shot Confidence feature uses factors from your previous rounds—including club selection, hole, recent history, and more—to determine your confidence heading into each shot. In each of the game modes, you can judge the effect that your level of play and current form is having on your player by the reading the Confidence Shot Meter. After each shot—whether it's a drive from the tee, an iron shot from the fairway, or a putt on the green—your Confidence Shot Meter goes up or down by percentage points depending on the quality of the shot. A really impressive shot earns a huge confidence boost and leaves your player jumping for joy!

MENTAL GAMES

Manage your emotions (Pressure, Frustration, and Distraction) while on the course. Playing a few bad shots, putting for the tournament win, allowing Tiger Woods to catch up to your position, and other events such as these can affect your emotions. Regain your composure and stay focused by playing one of the new confidence-building Mental Games. If you perform well in a Mental Game you'll receive a confidence bonus.

PLAYING THE MENTAL GAMES

Your caddy suggests a timeout when you're in the middle of a tough situation to regain some confidence. The games range from Control Heart Rate and Clean Your Shoe to Spot Your Fans, Sign Autographs, and more. Each game requires some action to achieve an objective such as cleaning your shoe as fast as possible. Achieving a new high score in the game unlocks the games in the Main menu for you to play at any time.

SAVING AND LOADING

Save your progress to a Memory Stick Duo using your created User Profile. *Tiger Woods PGA TOUR 08* uses an Autosave feature to save and load game data. After a round is completed, or when settings have been changed, your progress is automatically saved to your User Profile.

SAVE AND QUIT

You can save your progress in-game via the Save and Quit option in the Pause menu. If you quit then return to your game at a later time, you are given the option to pick up where you left off.

GAME MODES

PGA TOUR® CAREER

Set off on your professional career with the PGA TOUR® Career mode. Enter the TOUR as a rookie, and build your reputation by making the cut in each competition and finishing high on the leaderboard. Your goal is to earn as much prize money as possible, take on Tiger Woods in a head-to-head battle for the accolade of the world's best golfer, and eventually succeed in capturing the FedExCup.

Before turning pro, you must first select a User Profile and create a unique golfer before playing if you haven't already done so.

CALENDAR

All the key dates you need to know are marked on your calendar—from necessary practice sessions to key challenges and tournaments. The list of events in the PGA TOUR Career mode are a mixture of real page events from the 2008 PGA TOUR and fictional events, such as the Classic Invitational, and each follows the PGA TOUR format—one to four rounds are played at each course, with some tournaments including a cut of rounds eliminating the weakest players. The cut and purse rules used for each round are determined by the course difficulty and weather conditions.

FEDEXCUP

A season-long points system ranks the golfers, and the top players at season's end are eligible to play in four playoff tournaments in September. The top 30 players with the most playoff points after the third tournament will participate in The TOUR

Championship®. The winner of The TOUR Championship will be awarded the FedExCup and a large cash bonus. To be one of the top players you have to earn FedExCup Points, which are awarded after each tournament along with prestige points—used to determine your popularity on TOUR—and cash prizes. The higher you place, the more you win, and as long as you make the cut you receive points and cash for your efforts.

As you start performing well in tournaments and mid-week challenges, you may impress a sponsor or get highlighted in a local paper. Play well enough to move up the TOUR ranks, and you just might see yourself on the cover of ESPN Magazine.

Pro Shop

Head into the Pro Shop to upgrade everything from your attributes to your apparel and equipment by pressing the  button. Apply your MySkills points after each round (see p. 10).

Journal

Press the  button to access your Journal, which tracks your FedExCup Points, wins, trophies, milestones, and events you haven't played yet. View the timeline after each season to see how your career is progressing and to ensure you are on target.

Scrapbook

Now you can save and share your best moments on the golf course. Save your top shots to your Memory Stick Duo and view the images later in the system software. You can also upload them to a computer and trade your scrapbook photos with friends.

YOUR TOUR® CARD

Your TOUR Card, which contains your photo, name, and earnings, appear at the top left corner of the screen. Under that is your prestige level, which starts at zero and goes up to five stars.

MY SKILLS

When you start off with your newly created player, you have a base amount of points that you can allocate to improve certain skills. You can allocate all of your points to one skill, for example putting, or spread them amongst a couple of different skills. As you progress through your career, you gain points for playing well in competitions which can then be applied to My Skills. If you have been hitting the ball very accurately during a round or a skills challenge, you will receive a number of accuracy bonus points. After the round, go to My Skills in the Pro Shop and apply the points. If the number of points left in your skills is not enough to apply to any of the next levels, they remain as general skills points to be used after your next round.

MINI-GAMES

Select from a range of mini-games such as Putting Frenzy to win bonus points and extra money to use on equipment and tournament entry.

PUTTING FRENZY

Are you a putting maestro or a short game wiz? Race against the clock to sink as many putts as possible before time runs out. Putts are scored based on their distance from the hole. In single player, you win by beating the target score before the clock hits zero.

SHOOTING GALLERY

Test your skills with the irons in the Shooting Gallery mini-game. Earn as many points as possible by hitting the targets with your ball. Each level is progressively more difficult as the targets become less straight-forward. Progress through the game by reaching the target score in each level. After you have reached the target score, everything after that is a bonus, often earning you extra time and huge points.

MENTAL GAMES

When stuck in a rut or caught in tough situations, your caddy will suggest a Mental Game to help regain your composure and stay focused. They're easy to pick up, hard to put down. Achieve a new high score and unlock each Mental Game in the Main menu.

MULTIPLAYER MODE

REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT www.ea.com. YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.ea.com OR 30 DAYS AFTER THE LAST DAY OF THE 2007 SEASON.

WI-FI (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP® systems, download data, and compete against other players via a connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes, Ad Hoc mode and Infrastructure mode.

NOTE: The player is responsible for any Wi-Fi fees.

AD HOC MODE

Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP® systems to communicate directly with each other.

INFRASTRUCTURE MODE

Infrastructure mode is a Wi-Fi feature that allows the PSP® system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point, and a PC. For further information and set up details, please refer to the PSP® system's Instruction Manual.

PLAYING BEHIND A FIREWALL

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: **3658** (peer-to-peer connection).

HINT: A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless network information. They may be required when connecting to an access point or a router. This information is generally set in the access point or router using a PC.

MULTIPLAYER MODES

In Multiplayer mode, you can view your record versus other opponents, select your game type, and even wager cash you've earned.

NOTE: Bets are made in \$500 increments. If you win a game and your opponent does not have enough cash to cover the wager, you will only receive what's left of your opponent's money.

There are five types of traditional matches to play: Stroke Play, Skins, Match Play, as well as Bingo Bango Bongo and the Shooting Gallery.

Bingo Bango Bongo

The player with the highest money total wins by achieving Bingo (longest fairway drive), Bango (first on the green), and Bongo (first in the hole).

Players repeat each hole three times (up to six holes). The winner of the hole either removes a club from his opponent's bag or retrieves a club taken earlier by their opponent. The Ideal Putt Camera is not available in Bingo Bango Bongo.

Shooting Gallery

Earn as many points as possible by hitting the targets with your ball while racing against the clock and your opponent. Watch out for the Point Stealer targets! Hitting these will give some of your points to your opponent. Choose from five different levels.



You Played the Game. Now Play the Music.
EA Soundtracks and Ringtones
Available at www.ea.com/eaatrax/

MY PROFILE

Create a golfer, keep track of all his or her accomplishments, and build the dream course you've always wanted to play.

EA SPORTS™ GAME FACE

Customize every detail of your character, and set him or her up with the top clothing and gear available. Use cash to add more gear, clubs, and abilities to your golfer.

PRO SHOP

Use cash earned in Quick Play, PGA TOUR Career mode, or Multiplayer to upgrade your golfer by accessing any of the following menus: My Skills, In the Bag, Apparel, Accessories, Clubs, and Equipment.

MY RESUME

View your accomplishments including your golfer's statistics, Ad Hoc results, and the trophies you've won.

MY DREAM 18

Choose your favorite holes from the courses to build your ultimate round of 18. Once your Dream 18 is built, you can challenge other players to a Dream 18 match in Quick Play or Multiplayer modes.

OPTIONS

Make the game your own by setting up and saving your customized options.

EA™ MEDIA CENTER

Play your own songs and customize your playlist by putting MP3 tracks in the Music folder on your Memory Stick Duo. They will appear in the EA™ TRAX section of the EA Media Center menu.

- Press the  button to accept selection or to select/de-select an option within the EA TRAX playlist menu.
- Press the D-button  to scroll through playlist options or press the D-button  to scroll through music tracks within the EA TRAX playlist menu.
- Press the  button to back out of any menu within the EA Media Center.

NOTE: The EA Media Center does not automatically update new content when inserting or changing a Memory Stick Duo. You must exit and re-enter EA Media Center before your songs appear.

LIMITED 90-DAY WARRANTY

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that TRF recording medium on which the software program(s) are recorded (the "**Recording Medium**") and the documentation that is included with this product (the "**Manual**") are free from any defect in material and workmanship for a period of 90 days from the date of purchase of this product. If a defect in the Manual is found, Electronic Arts will, at its option, either replace the Manual or provide a new Manual. If a defect in the Recording Medium is found, Electronic Arts will, at its option, replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the program(s) and does not extend to any other materials or components. This warranty is void if the product is damaged and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect. This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of being given, this limited warranty shall be deemed to be providing implied warranties of merchantability and fitness for a particular purpose, but only for the period of 90-day period described above. In no event will Electronic Arts be liable for a special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, for any other damages, including those for loss of data, profits, or business. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such cases, the above limitations and/or exclusions of liability may be modified or nullified as permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA Warrantu Information

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: <http://warrantinfo.ea.com>

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions.

US 1 (650) 628-1001

EA Warrantu Mailing Address

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, CA 94063-9025

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